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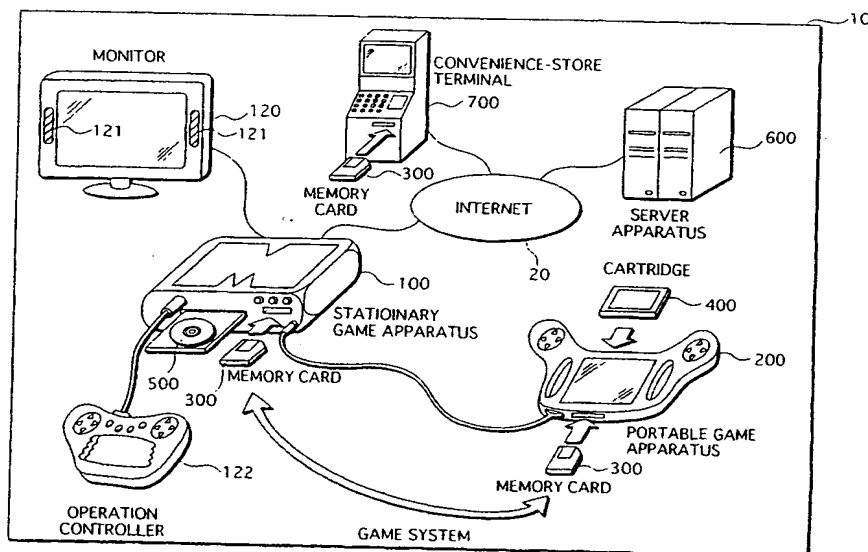
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(54) Title: GAME SYSTEM



(57) Abstract: Provided is a game system in which a plurality of game execution apparatuses, having internal structures different from each other, are capable of proceeding with a game while sharing characteristics of a character appearing in the game. A stationary game apparatus 100 obtains character data from a server apparatus 600, and writes the character data to a memory card 300. The stationary game apparatus 100 executes a stationary game software program stored in a DVD 500, using the character data stored in the memory card 300. A portable game apparatus 200 executes a portable game software program stored in a cartridge 400, using the character data stored in the memory card 300.



For two-letter codes and other abbreviations, refer to the "Guidance Notes on Codes and Abbreviations" appearing at the beginning of each regular issue of the PCT Gazette.